

Brains and Hearts

A card game made in 72 hours. [Game 5 of Retro Game Crunch](#).

What You Will Need

- Deck of Playing Cards
- A Six-sided Die
- 4 +1 Tokens
- 4 -1 Tokens
- 4 Roll Coins
- This Document

Object of the Game

Players are either The Brain or The Heart. The Heart plays with red cards, The Brain with black cards. The goal: capture your opponent's cards. The player with the most cards remaining wins.

Preparation

Print this document. Cut out the Tokens and Roll Coins found on the last page of this document.

Only the cards Ace through 7 are used. Separate them from the deck. Give the red cards to The Heart, and the black cards to The Brain. Each player shuffles their deck and places it face down. Each player draws two cards and puts them in their hands. Give both players two Roll Coins.

Gameplay

The Brain begins. The game is played in turns. Each player's turn is divided into two phases: the Action Phase and the Score Phase.

Action phase

Players either draw and play a card or spend a Roll Coin and roll the God Die.

Playing a Card

The most common action is to draw and play a card. A player draws a card from their deck and places it in their hand. Then the player picks a card from their hand to place in a "Slot" on the board.

Each player has three slots. Played cards are placed in these slots. At the beginning of the game, the slots are empty.

If the player has an empty slot, the played card must be placed there. If the player's three slots are filled with a card, the played card may be placed on top of any slot.

If a slot is empty, the player may choose to play the card "locked." A locked card cannot be changed or scored with. It's protected. To play a card locked, place it on the slot sideways. At the beginning of the player's next turn, the locked card becomes unlocked and is twisted back to normal.

Rolling the God Die

The alternative action is to spend a roll coin. Instead of drawing and playing a card, a player spends a Roll Coin and rolls the die. The die has six different outcomes:

1. Immediately end the players turn and skip their scoring phase
2. Add one to the value of the rolling player's card
3. Subtract one to the value of the rolling player's card
4. Add one to the value of an opponent's card
5. Subtract one to the value of an opponent's card
6. Choose option 1 through 5

Changing the value a card is permanent. Put the +1 and -1 tokens on top of the card to track the change. If more than one card can be changed, the rolling player can choose the card. For example, if all three of a player's slots contain a card and a 2 is rolled, the player may modify any of their three cards.

Scoring Phase

After a player finishes their action, the scoring phase begins. Players score points by capturing their opponent's cards. Cards are captured through Runs and Three of a Kinds.

Runs

Runs are counted upwards. A player must have the starting card to score a run. Runs must be at least three cards long. For example, if a player has a 4 and a 6 on the board and their opponent has a 5, their opponent's 5 is captured, removed from the board, and discarded.

As the run is scored, opponent cards are removed from the stack. If an opponent's card is uncovered and the run can be extended to use it, the card may be used in the run. However, the first three must be on top of the stack from the start of the run.

Wrapping

Runs can also be scored through wrapping. The Ace is a wormhole card. It's connected to the 7 card and creates a loop. Here are some example runs:

- 6-7-Ace
- 7-Ace-2-3

The Wormhole

Aces can also score a run counting backwards. If the Ace is the starting card, A-7-6 is a valid run.

Only an unmodified Ace can do this. If a card is modified by a die roll and becomes an Ace, this card cannot be used to score a run counting backwards.

Three of a Kind

The other way to score is Three of a Kind. If a player has played a 4 and their opponent has played two 4s, the player captures both of their opponent's 4s.

Multiple Scores

A player may score multiple times in their scoring phase. When they no longer see a way to score, their opponent's turn begins.

End of the Game

Players take turns until their Roll Coins are spent and all their cards have been played. (A total of 16 turns each.) At the end, whoever has the most cards remaining on the board wins the game.

